CHIA GOLEMS

This bizarre creature is a golem crafted with a body formed from baked clay, then filled with soil and seeds.

Variable appearance. As created creatures, the appearance of chia golems span a wide array of varied forms. In noble courts or royal estates they often appear as giant rabbits, mice, lions, unicorns, dragons, or even statuesque armed guards. If created for a more sinister purpose they may appear as minotaurs, giant insects, or simply as faceless amalgams created with only utility in mind. More so than most golems, these creatures are truly a reflection of the one who crafts them. The other major factor in the appearance are the seeds planted within the creature. Most often various types of grass or hanging vines are used, however, some golems are created with seeds from plants with special qualities that can be floral, poisonous, bioluminescent, or even magical in nature.

High maintenance. Unlike most other golems, chia golems require a high degree of upkeep in order to function properly. They must be kept hydrated and topped up with fertiliser to ensure the plants living within their housing are kept alive. This is a price many are willing to pay, however, since the initial cost of creating a chia golem is relatively low compared to other constructs.

DRUIDIC ORIGINS. Another way in which these golems differ from other golems is that instead of being created by clerics and wizards, chia golems have roots in the tradition of druidic magic. They were originally crafted to serve as guards for druid groves. Their appearance and ability to move at a near imperceptibly slow speed made them a natural fit for grove guardians. Some druids would even plant extremely dangerous plants with their golems such as yellow musk creepers or corpse flowers in their golems which would merge with the golem's magic, allowing the golem to control the plant's actions and making it infinitely more dangerous.

CREATING A CHIA GOLEM

To create a chia golem one must first craft the body using clay. The clay is then baked in order to harden its form into a permanent shape. This typically requires about 1,000 pounds of clay, though it can be more if the chosen form is exceptionally large. Once the body is crafted, it must be filled with soul and seeds of whatever variety the creator chooses. Then, by casting plant growth, animate objects, and grasping vine on the body it will be ready to become a golem. The final step is watering the golem regularly for one month until the seeds have matured and the golem rises on its own.

VARIANT: POISONOUS CHIA GOLEM

If the golem's creator elects to use a poisonous plant to occupy the golem's body, it has the same game statistics as the regular chia golem, except that it is immune to poison damage as well as the Poisoned condition, and it gains the following action;

Poison Cloud (Recharge 5-6).
The golem shakes its body and unleashes a swarm of poisonous spores into the air. All creatures who need to breath within 60 feet of the golem must succeed on a DC 15 Constitution Saving Throw or become Poisoned for 1 minute. A creature poisoned in this Way also contracts the *Sprouting Madness* disease.

This disease causes small plants of the same variety housed within the chia golem to slowly sprout from the creature's skin. Every morning when they wake up there are 10d6 new sprouts on their body. Once the number of sprouts is equal to or higher than 300, the creature must succeed on a DC 10 Constitution Saving Throw or die. If the creature succeeds, the disease ends, however, their creature type is permanently changed to *plant*, they gain resistance to poison damage, and vulnerability to fire damage.

If any attempt is made to cut the sprouts from the afflicted creature's body, they will simply grow back the next day and the disease will become more aggressive, adding an additional d6 to the amount of sprouts that appear each morning.

Chia Golem

Large Construct, unaligned

AC 14 (natural armor) **Initiative** +0 (10)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 10	+0	+0	**CON** 17	+3	+3

INT 3	-4	-4	**WIS** 20	+5	+5	**CHA** 2	-4	-4

Skills Perception +8, Stealth +3
Damage Immunities Acid, Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't Adamantine
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified
Senses darkvision 60 ft.,tremorsense 30 ft., passive Perception 18
Languages Understands the language of its creator but can't speak
Challenge 7 (XP 2,900; PB +3)

Traits

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Organic Magic Immunity. Chia golems are immune to the effects and damage normally imposed by plant-based spells such as *entangle, grasping vine, or hail of thorns*.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Overgrowth (1/Day). The plants growing on the golem's body erupt outward, transforming the area within 20 feet of the golem into difficult terrain. All creatures in the area when the golem does this must succeed on a DC 15 Strength Saving Throw or be restrained (escape DC 15) by the plants.

Bonus Actions

Grasping Vine. A vine sprouts from the golem's body and whips towards a single creature within 30 feet of the golem that it can see. The target must succeed on a DC 15 Dexterity Saving Throw or be grappled (escape DC 15) by the golem and if it is large or smaller, get pulled 20 feet closer towards it. If the target is already grappled by the golem, it automatically fails its Dexterity Saving Throw. The golem can have up to one creature grappled by its vine at a time.